



«type» EffectOnHuman
«attribute» + observation :ms:Observation [0..*] + reaction :ms:Reaction [0..1] + description :xs:string [0..1] + injured :co:RealQuantity [0..1] + injuredCode :string [0..1] + casualties :co:IntegerQuantities [0..1] + casualtiesCode :string [0..1]

«element» perception
«attribute» + share :ms:Share + referenceGroup :ms:ReferenceGroup + sensation :ms:Sensation + severity :ms:Severity [0..1]

«type» MacroseismicIntensity
«attribute» + expectedIntensity :ms:IntensityClass [0..1] + macroseismicScale :ms:MacroseismicScale + maximalCredibleIntensity :ms:IntensityClass [0..1] + minimalCredibleIntensity :ms:IntensityClass [0..1] + numericIntensity :co:RealQuantity [0..1]

«type» PlaceName
«attribute» + name :string + nameType :ms:NameType [0..1] + language :string [0..1]

«type» EffectOnObject

«type» EffectOnAnimal

«type» EffectOnBuilding

«type» EffectOnNature

«enumeration» Share
none = none veryfew = very few few = few many = many most = most all = all unknown_share = unknown share

«enumeration» ReferenceGroup
flatmates = flatmates one = one neighbourhood = neighbourhood settlement = settlement smallgroup = smallgroup peers = peers largegroup = largegroup unknown = unknown other = other

«enumeration» MacroseismicScale
EMS-98 = EMS-98 MSK-64 = MSK-64 MM = MM MCS = MCS Rossi-Forel = Rossi-Forel unknown = unknown EMS = EMS EMS-92 = EMS-92 MSK = MSK MSK-81 = MSK-81 IMS = IMS IMS-14 = IMS-14 JMA = JMA

«enumeration» IntensityClass
I = I F = felt I-II = I-II II = II II-III = II-III III = III III-IV = III-IV IV = IV IV-V = IV-V V = V V-VI = V-VI VI = VI VI-VII = VI-VII VII = VII VII-VIII = VII-VIII VIII = VIII VIII-IX = VIII-IX IX = IX IX-X = IX-X X = X X-XI = X-XI XI = XI XI-XII = XI-XII XII = XII D = damage HD = heavy damage E = E W = W G3 = damage grade 3 G4 = G4 G5 = G5 HF = heavily felt NR = not reported G1 = damage grade 1 G2 = damage grade 2

«enumeration» MDPlaceType
firstOrderAdministrativeUnit = firstOrderAdmin... secondOrderAdministrativeUnit = secondOrderAdmi... thirdOrderAdministrativeUnit = thirdOrderAdmin... settlement = settlement municipality = municipality neighbourhood = neighbourhood lake = lake mountain = mountain region = region not_identified = not_identified isolated_building = isolated_building deserted_settlement = deserted_settlement island = island hamlet = hamlet absorbed = absorbed

«enumeration» NameType
exonym = exonym historical = historical reported = reported

«enumeration» HumanReaction
none = none surprise = surprise interest = interest unknown = unknown fear = fear runningout = runningout wakingup = wakingup panic = panic

«enumeration» sensation
unknown = unknown shaking = shaking swinging = swinging groaning = groaning bang = bang flash = flash noise = noise smell = smell other = other

«enumeration» severity
not_felt = not felt felt = felt slightlyfelt = slightly felt stronglyfelt = very strongly felt verystronglyfelt = very strongly felt